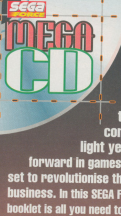


SEGA FORCE
SEGA FORCE
MEGA CD
MEGA-CD
GAMES EXTRA



April saw the release

of the Mega-CD, the biggest and best console to hit town for light years. A major step forward in gamesplaying, the machine's set to revolutionise the home entertainment business. In this SEGA FORCE special edition booklet is all you need to know about the Mega-CD, the games due for release over the coming months and what the future holds for Sega's latest and greatest box of tricks.





With spoken soundtracks and full-motion video action, the Mega-CD's going to make Mega Drive owners' heads whirl!

Who'd have thought in the dark and distant days of rubber-keyed home computers that, within a few years, we'd actually be interacting with movies in the comfort of our own homes! The Mega-CD can handle bigger beat-'em-ups, slicker shoot-'em-ups, chews up frames of animation and spits 'em out faster than any Sega machine to date. Plus it plays ordinary CDs and CD+Gs, combining music with digitised graphics and lyrics.

Sega plan to release almost 70 titles in Europe by the end of 1993. Many of the big software houses have already leapt aboard the CD train and, with the potential the machine holds, many smaller outfits are starting to realise the future of gaming's already here. The possibilities are endless…

For the best in CD graphics and sound, ride the tubes alongside Ghost in *Sewer Shark*, put your powers of observation to the test in *Night Trap*, scare the living daylights out of yourself with *Dracula* and beat your mates black and blue as you take on the role of Cody or Guy in *Final Fight*.

The most exciting thing is — this is just the beginning! The games available at the time of launch were produced many moons ago. Who knows what lies in wait for us gamers over the next few years.

Welcome to the next level…





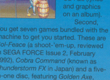


Everyone knows basically what the Mega-CD is and some of the things it can do. But what is it really capable of?

UNDER THE BONNET



By now the high street cash tills should be ringing with Mega-CD sales. Last issue, we reported that the expected price for the Mega-CD was £279.99, but in the event Sega brought it in at ten pounds less. The still-high price reflects that, first, this is an expensive piece of kit to produce. It's essentially a powerful CD player that can be used in conjunction with

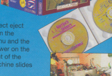


CD games, music CDs and CD+Gs (lyrics and graphics on an album). Second, you get seven games bundled with the machine to get you started. These are *Sol-Feace* (a shoot-'em-up, reviewed in SEGA FORCE Issue 2, February 1992), *Cobra Command* (known as *Thunderstorm FX* in Japan) and a five-in-one disc, featuring *Golden Axe*, *Streets Of Rage*, *Revenge Of Shinobi*, *Columns* and *Super Monaco GP*. The price will come down — but not till autumn, at the earliest.

The most important thing to remember is you need a Mega Drive. The MD sits on top of the Mega-CD, connected at the side via an extension port.

Processing power

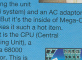
There are no buttons on the CD player; all actions are controlled from an onscreen panel. Use the joypad to move a pointer and highlight the option you want.



Select eject from the menu and the drawer on the front of the machine slides out.

On the back of the CD player are phono sockets (for linking the unit to a hi-fi system) and an AC adaptor socket. But it's the inside of Mega-CD that makes it such a hot item.

First is the CPU (Central Processing Unit), a Motorola 68000 processor. This is essentially the











same chip you find in the Mega Drive but runs at 12.5 MHz instead of 7.5 MHz — ie, 67% faster.

Coders are devising methods of running independent programs on the two CPUs. This would result in a hardware trick called parallel processing which will provide stunning effects in the future.

The Mega-CD's custom graphic chips are the envy of every Super Nintendo owner! The Mega-CD can do everything the SNES can and a whole lot more. Expect to see massive sprites and neat tricks such as scaling and 360-degree rotation.

The M-CD has its own version of the SNES's Mode 7 to handle problems such as 3D race tracks with ease. Multiple sprites can be twisted, faded out and enlarged, all smoothly and quickly, thanks to the chips' built-in routines.

Masses of memory

The Mega-CD boasts a massive memory capacity. A normal Mega Drive cartridge holds up to half a megabyte. A CD holds up to 550 megabytes. This means there's room for digitised film footage, which games such as *Sewer Shark* and *Night Trap* already utilise.

At around 15 fps (frames per second), these games are a bit slow. However, newer games such as *Dracula* from Psygnosis play at 30fps and look even more stunning.

Unfortunately, interactive video takes a lot of memory and processor time. To keep speed up, the filmed image only fills part of the screen, but better techniques are ensuring that area increases.

The laser drive in the Mega-CD was produced by Sony to the same standard as top-of-the-range audio CD players. The eight-channel PCM sound generator produces stereo sound effects and top quality music.

This facility is already lending itself to music 'games', combining superb sound with video footage of popular bands. The *Make Your Own Video* CDs have been selling very well in the States. You're asked to edit a video from a selection of tracks by well-known artists, which currently include Kris Kross, Marky Mark and INXS.

Better and better

The Mega-CD also has 8K of backup RAM (Random Access Memory), used to save game positions. When you're halfway through an RPG and your tea's ready, simply save the game for later. The M-CD holds the data for up to 30 days.

Sega have the market to themselves — there's no hope of Nintendo releasing a CD-ROM unit this year — but they're not resting on their laurels. Future games promise to be more stunning. It takes 14–20 months to produce a CD game. If you're impressed by what's available now, think what you'll be playing this time next year! Expect better graphics, better sound and bigger games.

Third party developers are queueing up to produce CD games. Virgin Games have *The Terminator* in the works, featuring more levels and 12 minutes of footage from the hit movie. Acclaim have the rights to the hottest arcade game around, *Mortal Kombat*, and will convert it to CD format. American Laser Games are developing CD software to utilise the Menacer light gun.

Once again, Sega have proved themselves to be the leader in the console market.
The future is now!

メガドライブ



SEGA FORCE MEGA CD

AFTER-BURNER III

アフタバナ三

Sega

Go up into the wild blue yonder — and we DO mean wild! Your country's under threat and you're the only fool daft enough to defend it.

You have control of one of the world's most powerful fighter aircraft, the F-14 Tomcat, and it's up to you to protect a small Middle Eastern country from an invading super-power (sound familiar?).

Your missions are against selected targets, usually defended by many enemy aircraft. Take out the required number of secondary targets and you're allowed a crack at the main enemy!

Your Tomcat's armed to the teeth with the latest high-tech weaponry. Vulcan cannons and Stinger missiles are standard equipment and are deadly efficient in the right hands. Supplies are finite so don't loose-off missiles just for the sake of it.

The gameplay remains pretty much the same throughout, although there are ground targets to attack. There is, however, one twist to the gameplay: missiles can lock onto you. When this happens, the view switches to an exterior shot, where you can see the missile.

Use all your aerial acrobatics and try to shake off the bogie. If successful, you live to fight another day, if not, hit the ejector seat!

Oh, by the way, if you fail to hit the required amount of enemy aircraft, you're grounded. Fair, eh?



Wolfteam

COBRA COMMAND

コブラー コマンド

The SEGA FORCE Whirlybirds take to the skies, all in the name of gaming. Anneka Rice, eat your heart out!

One of the first Full Motion Video games we played, and gee, we were impressed! Once again the world's being held hostage by an evil force. A particularly nasty organisation has begun a reign of terror. Using the latest in combat technology, they've taken control of certain key locations around the world. The plan? World domination!

As an ace pilot, you've been chosen to fly a new craft deep in the heart of enemy territory. Your chopper's a state-of-the-art machine, kitted out with high performance engines, Vulcan cannons and heat-seeking missiles.

Take directions from base and watch the arrows at the top of the view finder as you zoom through the highways of New York, hover over the Grand Canyon and endure the blistering heat in the desert.

The enemy are on the attack at all times. Aim your sights and blast, blast, BLAST! The action's fast, the perspective's stunning and the gameplay's real tough. Remember, keep your cool at all times. Even when the twin towers of the World Trade Centre loom into view!



This Hagar isn't usually horrible — he's a highly respected city official — but push him too far and he gets real nasty. Guess what? Someone's given him a hefty shove!

Mayor Hagar's daughter has been kidnapped by the Mad Gear gang. There's no ransom but if he wants his beloved returned unharmed, Hagar has to turn a blind eye to the gang's activities… As if!

Hagar rips off his shirt and grabs two mates, Cody and Guy (who happens to be betrothed to Hagar's daughter). Their mission is to infiltrate the gang and rescue the girl (isn't mindless stereotyping wonderful?).

Each has a different fighting style. Hagar uses wrestling techniques to overcome foes — look out for his flying half-nelson. Very effective. Cody's the weapons expert and wields a knife with consummate ease, while Guy's a karate kid. His throws cause devastating damage.

The Mad Gear gang are spread far and wide so don't be surprised to find yourself in a park one minute and boxing ring the next. The only thing that you can be sure of is the gang are a ruthless bunch who won't let up until you're beaten. The action starts frantic and stays that way right up until the final confrontation with Mad Gear's boss.

Final Fight's a one/two-player game and plays exactly like its arcade counterpart. It's great fun and offers a real challenge to even the most hardened game-freak. If you like beat-'em-ups, you'll love this.



Go ahead, dude — Make My Video! This is the first in a new generation of 'games', only possible with CD technology. Listen up!

DJ Boyd Packer's on the decks in this first pop video simulation. The idea's to create videos for Packer's listeners. They phone in and say what they want to see in their video — some kids want to see loads of strobe lights and other FX, another might want few FX but loads of nearly-naked females (or males, as the case may be!).

The mixing screen looks complicated but is easily understood. Various FX scroll down the side of the screen. To use one, simply highlight it and press left or right.

As soon as you master the use of FX, combine them with the three videos which run simultaneously at the bottom of the screen. Press the [A], [B] and [C] buttons to incorporate them into your video, shown at the top of the screen.

DJ Packer's never short of callers and should you get pee'd off being told what to do, you can assemble a video for yourself then rig the Mega-CD up to a VCR and tape the finished product to show your family!

At the moment, Kris Kross supply the music (major downer!), but Marky Mark (great!), INXS and The C&C Music Factory are gonna have their own versions out real soon, so keep your eyes peeled.



NIGHT TRAP

Sony Imagesoft (two disks)

ナイトトラポ

Trapped in a swish mansion with a bevvy of beauties? Sounds like the ideal weekend. Unfortunately, there's more than a wee spider in the bath tub . . .

This game's big! In fact, with around 900 megabytes of memory, Night Trap rates as the biggest console game to date! Why? It's choc-full of FMV (Full Motion Video). In other words, it's a mini-movie. And even better, you can interact with it.

You're a member of SCAT (Sega Control Attack Team) and your latest mission is to investigate a mansion belonging to Mr and Mrs Martin. Five girls have mysteriously disappeared, last spotted on the Martins' doorstep.

Now five more are taking a weekend break at the house. Naturally, the powers that be are getting a touch suspicious. It's up to you to guarantee the girls' safety.

You need to keep track of the girls' movements at all times, because the house is brimming with Augs, guys dressed in black who suck blood like there's no tomorrow.

There's an in-house security system and a series of traps dotted about each room. When an Aug steps on a creaky floorboard or hobbles near a hidden panel in a wall, press the joypad and trap him!

The action in Night Trap is in real-time, ie, when you're in the bedroom, events take place in other rooms around the house. Miss too many Augs and the SCAT commander disconnects you. Nasty!

But if you ain't got what it takes, take a trip to Pontins and leave the Martins to their own devices!



The mystique of Arabia combines with modern technology as that old chestnut, Prince Of Persia, leaps onto the Mega-CD. There's a damsel in distress and she's just gaggin' for you to save her.

Your favourite flaxen-haired maiden has been captured by the sexually deviant Grand Vizier. To make matters worse, he's locked the wee lass in the highest room of his castle. As the prince, it's on your shoulders to wander through the castle, calling in on the dungeons, palatial rooms, turrets and towers in search of your one and only.

There's a time limit of 60 minutes before old Vizzy-chops has his wicked way with the young lady. Leaping chasms, negotiating moving platforms, fighting guards and skeletons and generally solving puzzle after puzzle is the aim of the game. Lives are unlimited, it's the sands of time that are against you.

There are over 12 gut-wrenching levels. Zoom around, impaling yourselves on spikes and breaking every bone in your body, (first-timers take note!).

The animation's pretty nifty. There are some great atmospheric sprites and backdrops. *Prince Of Persia* makes full use of the sound chips, with some smart oriental ditties and plenty of speech. Solving the puzzles is fairly mind-boggling on later levels, but the whole caboodle's good fun and a must for puzzle and platform fans alike.



ROAD AVENGER

ロドアゼンジャ

Sega

Known as Road Blasters FX in Japan, this brings stunt driving to the masses. Cardboard boxes and bales of hay, here we come!

Japanese anime meets fast-paced driving action as you take the part of a newly-wed husband who sees his wife murdered by a gang of thugs, led by a mysterious woman. Vowing to take revenge on the fiends, you climb inside the family sports car and set off in hot pursuit.

The idea is to react to direction indicators that flash up on the screen (or to guess blind in Difficult mode!). React too early or too late and you're down the scrapyard — or worse...

Besides the direction, you're also prompted to use the brake and turbo buttons to get yourself out of trouble. Our advice is to follow these prompts, if you want to stay alive.

The action takes place over nine beautifully-animated levels as you battle through city, sewer, forest and fields, avoiding everything the evil thugs throw at you.

If survive to the last level, you take on the boss herself in a harrowing car chase through a crowded shopping centre.



Fancy a trip to Paradise? It'll cost ya! Not much — just a couple of years deep underground, cleaning scum outta the sewers! Still interested? Read on...

Another movie game, only this one has you on the edge of your seat! You're a hotshot Sewer Jockey, wet behind the ears, straight from the elite flight-training school, TopRat. Your machine's a Sewer Shark, customised by your co-pilot, Ghost.

Your task is to rid the sewers of Ratigators, scorpions, renegade moles and a mutant strain of fireflies known as Zerks. Zap a million pounds of sewer vermin and you've a one-way ticket to Solar City, the only non-radioactive spot left on Earth, full of bikini babes, barbecues and beach bums.

This is a white-knuckle ride! You view the sewer from the cockpit of your craft. Following orders from Ghost and his droid friend, Catfish, you jump the tubes and blast the critters. Aim your sights at the nasty basts and blast! If your work ain't up to scratch, your boss pops up on the communication screen and kicks ass.

A close friend of Ghost, Falco, is already several tubes ahead of you. She appears from time to time on the com-link to warn of impending danger in the forbidden zone, Sector 19.

You only get one life. Take the wrong tube and kiss your butt goodbye. The ultimate goal's to rise through the ranks, from Dogmeat to Ratbreath and beyond, and take on Sector 19 and all it holds!

Other mags have slated it but we loved Sewer Shark. Think you're up to it? Turn and burn, game-freaks!

SHERLOCK HOLMES CONSULTING DETECTIVE

Icom/Sleuth

Back to Victorian England as you boot up your gas-powered Mega-CD, don your deerstalker and prepare to solve the odd case or three...



You looking for atmosphere in a game? Sherlock Holmes: Consulting Detective has tons of the stuff! With live video footage, real actors and speech, this is the first in what should hopefully be a long line of cinematic roleplaying adventures. Those who enjoy RPGs will be hooked in minutes. Those who don't should soon warm to the smart effects and intriguing storylines.

You take the role of the world's most famous detective and, with your trusty companion, Dr Watson, attempt to solve three of your toughest cases yet: The Mummy's Curse, The Mystified Murderess and The Tin Soldier. For starters, the Holmes actor informs you of the various members of the community who may help during a case.

The Baker Street Irregulars are a rough 'n' tumble gang of ruffians who, with a bit of coaxing, earwig at keyholes and visit destinations prior to your arrival to pick up any gossip.

The Baker Street Regulars, on the other hand, are a respectable crowd — lawyers, barristers, doctors, pathologists et al — who know what's what when it comes to crime. Or at least, they think they do! Sometimes they spout nonsense, but it pays to listen carefully and write EVERYTHING down.

Sherlock Holmes is completely icon-driven and incredibly user-friendly. With a complementary copy of The Times, you're never stuck for society gossip and clues. Well, er... perhaps we lied! You'll scratch your head, but the brain-ache's worth it!



BLACK HOLE ASSAULT

Bignet

For heavy-hitting space action, look no further. Black Hole Assault was one of the first CD titles to be released, but is it any good?

When the Mega-CD was first released in Japan, over 18 months ago, CD games were few and far between. Black Hole Assault was one of the first and was produced by Bignet as a sequel (of sorts) to Heavy Nova on the MD.

Set in the 21st century, you're the pilot of an advanced combat machine called CAM (Cybernetic Anthropomorphic Machines). The Earth has been depleted of its natural resources and mankind has spread into space. Your mission is to scour planets for new materials.

But things aren't always what they seem. A violent warrior race known as the Akirovians were defeated in Heavy Nova and are out for revenge. They've placed enemy CAMs in your path. Defeat the vicious cyborgs and save mankind!

The action's viewed from the side as you face one enemy robot after another. Tackle ten technological terrors who each have a variety of moves. You, too, have special attacks which prove deadly when mastered. The CAM's also armed with a special long-distance weapon.

Animated sequences between fights tell a mini-story and graphics are large and colourful. The two-player option allows you to fight a friend and you can even set up tournaments with up to eight players.

Unfortunately, Black Hole Assault lacks originality and fails to fully utilise the Mega-CD's capabilities. Not bad for an early CD game but not brilliant.



Once again, the future of the human race is threatened by a technological nightmare. Are you up to the job of piloting Sol Feace and saving the universe?

The 31st century has arrived with a bang. Over the past millenia, mankind has spread deep into the stars in search of new planets and lifeforms.

But back on Earth, trouble's brewing. Scientists created a device known as the bio-logic circuit and installed it into a master computer called the Gatefold Computer System. Every piece of information known to man has been squeezed into the memory banks of the GCS-WT. Without warning, it became 'self-aware' and decided it would rule mankind.

The people of Earth had a choice: serve or die. The humans fought back but nearly the whole armada was destroyed. Regrouping on a floating base, the small band of survivors decide a lone warrior would have a greater chance of success against GCS-WT.

Using the latest in technology they've constructed a space fighter, Sol Feace. And guess who's piloting it?

This Mega-CD game appeared as MD cart Sol-Deace. Graphics, sound and gameplay are all average. Shoot-'em-ups fans face a decent challenge but there are better games on the market. Sol-Feace is packaged with the Mega-CD so you won't have to fork out for it.



SYLPHEED

シルフィード

Game Arts

If you're a flight sim fan and like your polygons smooth, Game Arts have the best of the best for you to feast your eyes on this autumn.

The big flight sim everyone's nattering about on the Super Nintendo is Star Fox. Enter Sylpheed to put Nintendo freaks' noses out of joint!

Polygon graphics look cool, but they could never be classed as pretty or realistic. Sylpheed puts an end to that myth! Check out the space fighter in the opening demo of this shoot-'em-up and we reckon you'll be suitably impressed! The spacecraft's composed of hundreds of polygons, as opposed to maybe a dozen or so used in other sims.

In play, the ship's drawn using fewer polygons, but the backgrounds remain impressive. For example, geographical landmarks like mountains and hills are composed of fractals and polygons — up to half a million per screen!

Gameplay should be incredibly slick and realistic, without any of the jerkiness associated with polygon-based 3D sims. The storyline's a bit thin, though: the world's under threat and all that jazz, but who cares when the game looks so spectacular!

Sylpheed's planned for September release in Britain. It should re-establish the standards by which 3D games are measured. Our man in Japan, Norton Kai, saw a demo version at Planet Sega World last December. He reckons hardened gamers were awestruck! This one's going to be special!



Wolfteam

TIME GAL

タイモガロ

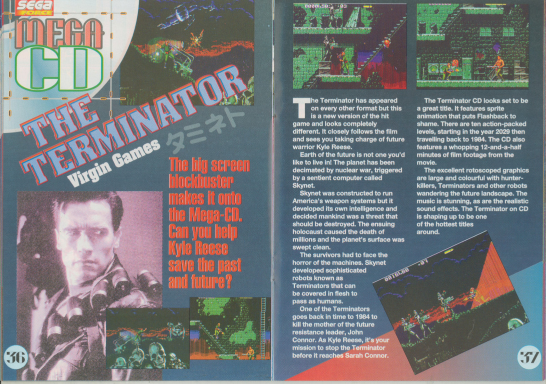
If you thought time travel was all police boxes and quantum leaping, think again! Cartoon antics can span the centuries, too.

An intergalactic villain from the future has nicked off in a time machine and is threatening to disrupt past events, thus destroying the very fabric of space! (Is that bad, then? —A thick person.)

Luckily, a female security guard patrolling the machine was sucked into the void it created. By some fluke, she survived the time travel but got shook off in a prehistoric time zone! It's your job to guide this gal forward in time until she catches up with her own time and the nasty bast who nicked the machine!

Gameplay's in the same vein as Cobra Command and Road Avenger, ie, you react to direction arrows that flash onscreen. Sometimes all directions flash at once, when you have to press a button and wait for a list of decisions to appear. You have a few seconds to make the right (or wrong) choice.

Time Gal's choc-full of beautiful animation and comes complete with a specially recorded soundtrack, complete with a story about the singer! Hardly the most involved game on the Mega-CD but it has great graphics and sound to make up for it.



THE TERMINATOR

Virgin Games

タミネト

The big screen blockbuster makes it onto the Mega-CD. Can you help Kyle Reese save the past and future?

The Terminator has appeared on every other format but this is a new version of the hit game and looks completely different. It closely follows the film and sees you taking charge of future warrior Kyle Reese.

Earth of the future is not one you'd like to live in! The planet has been decimated by nuclear war, triggered by a sentient computer called Skynet.

Skynet was constructed to run America's weapon systems but it developed its own intelligence and decided mankind was a threat that should be destroyed. The ensuing holocaust caused the death of millions and the planet's surface was swept clean.

The survivors had to face the horror of the machines. Skynet developed sophisticated robots known as Terminators that can be covered in flesh to pass as humans.

One of the Terminators goes back in time to 1984 to kill the mother of the future resistance leader, John Connor. As Kyle Reese, it's your mission to stop the Terminator before it reaches Sarah Connor.

The Terminator CD looks set to be a great title. It features sprite animation that puts Flashback to shame. There are ten action-packed levels, starting in the year 2029 then travelling back to 1984. The CD also features a whopping 12-and-a-half minutes of film footage from the movie.

The excellent rotoscoped graphics are large and colourful with hunter-killers, Terminators and other robots wandering the future landscape. The music is stunning, as are the realistic sound effects. The Terminator on CD is shaping up to be one of the hottest titles around.



Sick of games that play like an old bone? Tired of ruff platform adventures? Do half-hearted puzzlers leave you barking mad? Enter stage left, WonderDog...

With WonderDog, Sonic-style action was introduced to the Mega-CD. Picture the scene: a wee lad and his dog, playing happily in a meadow. Not a care in the world. Throwing sticks, having a picnic — footloose and fancy free.

But things turn sour. The blue-eyed boy has to go home and his dad won't let him keep the dog. Tragic!

Wait a sec — all is not lost. You see, our four-footed friend comes from another planet. He knows it's possible to find his master, but it'll take some doing. The only way to locate him is to turn into (cue fanfare!)... WonderDog!

You take the role of the canine superhero and traverse seven weird and wonderful levels, tackling some of the wackiest creatures yet seen on a Sega machine. WonderDog doesn't yap to scare his adversaries, he flings a wad of magic stars at them.

En route, there are loads of pick-ups to collect. Whirlwinds, radioactive bones, energy wings and extra lives, to name but a few.

You visit the countryside, the suburbs, the slums and even other planets to rid the world of evil and return to a life of tranquillity, sunny days and lashings of ginger beer!

WonderDog has a smart animated intro sequence, superb visuals and stonking theme tunes and FX. Check out the end-of-level guardians. There's a humongous alarm clock that goes cog crazy, a Nora Batty lookalike with a huge rolling pin, and a scarecrow who's a far cry from Worzel Gummidge. A classy game, let's make no bones about it!



HOOK

Sony Imagesoft

フク

Peter Pan's all grown up. He's forgotten all about his adventures in Never-Never Land — but evil Captain Hook hasn't!

Hook™

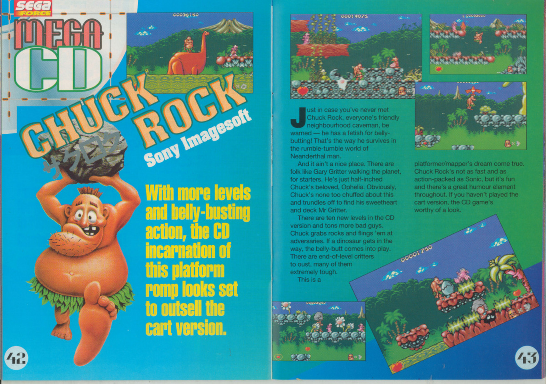
This is the story of one Peter Panning, attorney at law. Peter has a fairly unremarkable life in New York and is preparing for Christmas with his family. Little does he know his life is about to change forever.

Arriving home one night, he discovers his children have been kidnapped. He soon learns they were taken by an evil pirate called Captain Hook and whisked off to Never-Never Land. Peter follows them to the enchanted place but once there discovers his whole life has been a lie. It turns out that he's, Peter Pan, fairytale hero!

As Peter, race through loads of platform levels to find your children. You start as a chubby, out-of-shape Peter Panning and have to prove to your scruffy colleagues, the Lost Boys, that you're the legendary Pan. Survive the challenges and Tinkerbell transforms your clothes into Peter Pan's bright costume.

Hook has loads of massive levels to explore and isn't just a port of a cartridge game. The graphics are colourful and echo major scenes from the movie. There are even digitised portions of film and superb computer-generated images, such as Captain Hook's pirate ship.

Probably the most outstanding feature is the sound. The background music is a perfect reproduction of the film's score. Hook is a fun CD game to play and great to look at.



With more levels and belly-busting action, the CD incarnation of this platform romp looks set to outsell the cart version.

Just in case you've never met Chuck Rock, everyone's friendly neighbourhood caveman, be warned — he has a fetish for belly-butting! That's the way he survives in the rumble-tumble world of Neanderthal man.

And it ain't a nice place. There are folk like Gary Gritter walking the planet, for starters. He's just half-inched Chuck's beloved, Ophelia. Obviously, Chuck's none too chuffed about this and trundles off to find his sweetheart and deck Mr Gritter.

There are ten new levels in the CD version and tons more bad guys. Chuck grabs rocks and flings 'em at adversaries. If a dinosaur gets in the way, the belly-butt comes into play. There are end-of-level critters to oust, many of them extremely tough.

This is a platformer/mapper's dream come true. Chuck Rock's not as fast and as action-packed as Sonic, but it's fun and there's a great humour element throughout. If you haven't played the cart version, the CD game's worthy of a look.



SEGA FORCE MEGA CD

JAGUAR XJ220

ジグアエクサゼニゼロ

Sega

Do you dream of sitting behind the wheel of an expensive, high-performance car? A Jag, for example? You're in luck...

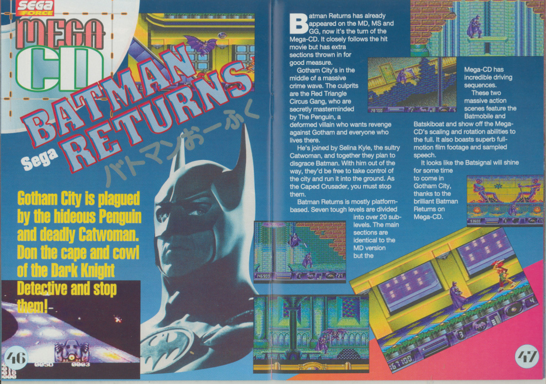
Hot on the heels of Lotus Turbo Challenge comes Jaguar XJ220. It boasts stunning graphics and breathtaking gameplay as you race over 32 circuits and 16 countries.

You're racing for the Jaguar team so you've got to uphold their reputation. That means getting in the points constantly so you've a chance in the individual rankings and the constructors' championship!

During the racing schedule, your Jag gets knocked around a bit so the time in between races is spent keeping it in tip-top condition. You can alter and upgrade the calibration of your car, change tyres and body shell. Believe me, this is no ordinary racing game!

The CD's facilities are fully utilised with the inclusion of a Track Editor, which is easy to use and gives a new lease of life when you've completed the standard tracks (if you ever do!).

And even after all these features, there's still room to include a two-player split-screen game. It makes Jaguar XJ220 even more fun to play as you and a mate battle around the circuits, vying for the elusive pole position.



Gotham City is plagued by the hideous Penguin and deadly Catwoman. Don the cape and cowl of the Dark Knight Detective and stop them!

Batman Returns has already appeared on the MD, MS and GG, now it's the turn of the Mega-CD. It closely follows the hit movie but has extra sections thrown in for good measure.

Gotham City's in the middle of a massive crime wave. The culprits are the Red Triangle Circus Gang, who are secretly masterminded by The Penguin, a deformed villain who wants revenge against Gotham and everyone who lives there.

He's joined by Selina Kyle, the sultry Catwoman, and together they plan to disgrace Batman. With him out of the way, they'd be free to take control of the city and run it into the ground. As the Caped Crusader, you must stop them.

Batman Returns is mostly platform-based. Seven tough levels are divided into over 20 sub-levels. The main sections are identical to the MD version but the Mega-CD has incredible driving sequences.

These two massive action scenes feature the Batmobile and Batskiboat and show off the Mega-CD's scaling and rotation abilities to the full. It also boasts superb full-motion film footage and sampled speech.

It looks like the Batsignal will shine for some time to come in Gotham City, thanks to the brilliant Batman Returns on Mega-CD.



JVC

WOLFCHILD

Fans of facial hair will take to this like a duck to water. It features one of the furriest sprites ever!

Imagine a machine that can transform human beings into violent mutant animals with immense strength and a temperament as fragile as Vinny Jones. Now imagine this machine in the wrong hands. This is the scenario of Wolfchild, Sega's latest platform game.

You play Saul, son of Dr Kal Morrow, the creator of the dreaded machine. Unfortunately, the good Doc's been kidnapped by Draxx — a warlord from an evil world — and his wife and younger son murdered (gasp, shock, horror). Here comes the bummer: you witnessed all of this on the security cameras at your father's laboratory.

Filled with rage and hatred, you use the mutating machine to become a super-being and go in search of your father's captors to give them a good kick up the arse.

Wolfchild's a pretty platform romp which sees you battling through ten monster-packed levels. Along the way are various pick-ups to aid your wolf-like abilities, such as three-way shots, smart bombs and restart globes.

Wolfchild looks good and plays well — but doesn't stretch the Mega-CD anywhere near its limits. If you like platform blasts, give it a go.



NINJA WARRIORS

ニンザー ワリャーソ

Taito

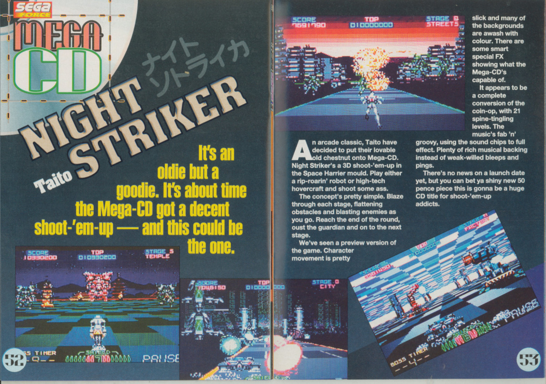
Mechanical mayhem in a bionic beat-'em-up! Become a Ninja Warrior and disarm the army!

A big hit in the arcades, many game-freaks will remember its three-screen cabinet and huge speakers blasting out military sound FX. Now lucky Mega-CD owners can enjoy all the action and sound in the comfort of their home!

Taito realised Ninja Warriors relies heavily on aesthetic appeal as well as gameplay and have including a choice of soundtracks. You can listen to the arcade sound or a specially-recorded piece of music accompanied by a still-frame movie explaining how the Ninja Warriors came about. (Try cramming that onto a cart!)

In the game, you (and a mate) control a mechanical ninja who infiltrates an army base owned by a corrupt government. Your aim is to battle through all the areas of the base until you put the opposing army out of action for good. Sounds easy? It would be if it wasn't for the fact that the army has an array of weapons which it can and does throw at you. Dogs, grenade launchers, bazookas and even tanks are thrown into the melee as they desperately try and stop you dead in your tracks.

Expect to see Ninja Warriors in the near future. Start saving your pennies!



NIGHT STRIKER

Taito

It's an oldie but a goodie. It's about time the Mega-CD got a decent shoot-'em-up — and this could be the one.

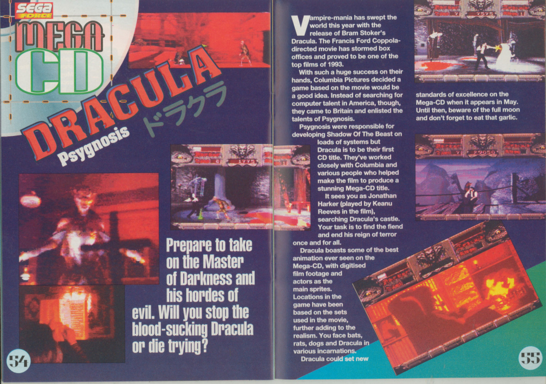
An arcade classic, Taito have decided to put their lovable old chestnut onto Mega-CD. Night Striker's a 3D shoot-'em-up in the Space Harrier mould. Play either a rip-roarin' robot or high-tech hovercraft and shoot some ass.

The concept's pretty simple. Blaze through each stage, flattening obstacles and blasting enemies as you go. Reach the end of the round, oust the guardian and on to the next stage.

We've seen a preview version of the game. Character movement is pretty slick and many of the backgrounds are awash with colour. There are some smart special FX showing what the Mega-CD's capable of.

It appears to be a complete conversion of the coin-op, with 21 spine-tingling levels. The music's fab 'n' groovy, using the sound chips to full effect. Plenty of rich musical backing instead of weak-willed bleeps and pings.

There's no news on a launch date yet, but you can bet ya shiny new 50 pence piece this is gonna be a huge CD title for shoot-'em-up addicts.



DRACULA

ドラクラ

Psygnosis

Prepare to take on the Master of Darkness and his hordes of evil. Will you stop the blood-sucking Dracula or die trying?

Vampire-mania has swept the world this year with the release of Bram Stoker's Dracula. The Francis Ford Coppola-directed movie has stormed box offices and proved to be one of the top films of 1993.

With such a huge success on their hands, Columbia Pictures decided a game based on the movie would be a good idea. Instead of searching for computer talent in America, though, they came to Britain and enlisted the talents of Psygnosis.

Psygnosis were responsible for developing Shadow Of The Beast on loads of systems but Dracula is to be their first CD title. They've worked closely with Columbia and various people who helped make the film to produce a stunning Mega-CD title.

It sees you as Jonathan Harker (played by Keanu Reeves in the film), searching Dracula's castle. Your task is to find the fiend and end his reign of terror once and for all.

Dracula boasts some of the best animation ever seen on the Mega-CD, with digitised film footage and actors as the main sprites. Locations in the game have been based on the sets used in the movie, further adding to the realism. You face bats, rats, dogs and Dracula in various incarnations. Dracula could set new standards of excellence on the Mega-CD when it appears in May. Until then, beware of the full moon and don't forget to eat that garlic.



He wouldn't let it lie — the Beast is back and looking for trouble! Monster-slaying and puzzle-solving a-plenty in this on-going saga.

The CD version of Shadow Of The Beast II should be a stunner. Fans of the series are in for a treat, with superior graphics, huge levels and cracking sound.

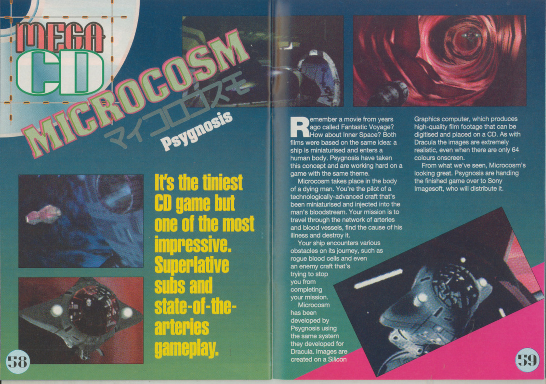
The story continues where we left off in the original game. Having just finished avenging your poor father's death, you awake to be told your sister's been taken hostage. If you don't move your ass, the poor girl will be turned into a warty old beast!

Beast II follows the same format as the original. Lateral thinking's combined with serious arcade action. All sorts of puzzles have to be confronted: huge boulders have to be moved, seas crossed and monsters defeated before you can even think about grabbing your sis.

Gameplay involves scouring the landscape, looking for clues. Interaction with characters is vital. Some are friendly, others slice your head off as soon as look at you!

A vital part of Beast II is visiting shops. You spend all the gold collected from monster slaying on all sorts of weird and wonderful weapons and vital objects which are used later to extract information from townsfolk.

Be prepared for oodles of mind-numbing puzzles, a good dose of slice-'em-up action, smart animation and tons of FX.



MICROCOSM

マイコロコスモ

Psygnosis

It's the tiniest CD game but one of the most impressive. Superlative subs and state-of-the-arteries gameplay.

Remember a movie from years ago called Fantastic Voyage? How about Inner Space? Both films were based on the same idea: a ship is miniaturised and enters a human body. Psygnosis have taken this concept and are working hard on a game with the same theme.

Microcosm takes place in the body of a dying man. You're the pilot of a technologically-advanced craft that's been miniaturised and injected into the man's bloodstream. Your mission is to travel through the network of arteries and blood vessels, find the cause of his illness and destroy it.

Your ship encounters various obstacles on its journey, such as rogue blood cells and even an enemy craft that's trying to stop you from completing your mission.

Microcosm has been developed by Psygnosis using the same system they developed for Dracula. Images are created on a Silicon Graphics computer, which produces high-quality film footage that can be digitised and placed on a CD. As with Dracula the images are extremely realistic, even when there are only 64 colours onscreen.

From what we've seen, Microcosm's looking great. Psygnosis are handing the finished game over to Sony Imagesoft, who will distribute it.



A CD FUTURE?

You've had a taste of the CD games of 1993. But what lies beyond, on further levels?

With the launch of the Mega-CD, Sega have taken a bold step into the future of home consoles. Just as the Mega Drive brought a mini-arcade into your home, so the Mega-CD opens the door to types of game never seen before.

The Mega-CD has already shown it can produce superb digitised film images but what's been released (games like *Night Trap* and *Sewer Shark*) is only the tip of the iceberg.

The Mega-CD is capable of a new trick known as parallel processing. What this means is the 68000 processors in both the Mega Drive and Mega-CD can run independently of each other. Two programs can operate simultaneously to produce stunning effects.

Programmers are also getting to grips with the Mega-CD's graphics capabilities. The rotation and scaling hardware built in gives a new dimension to racing games and the up-and-coming *Sylpheed* features incredible polygon graphics and texture-mapped backgrounds.

Shooting, singing CDs

Other exciting developments in the Mega-CD world include add-ons. Software for the Menacer light gun has been thin on the ground but that's about to change.

American Laser Games are due to release a load of games converted from arcade classics. These include *Mad Dog McCree*, *Gallagher's Gallery* and *Space Pirates*. You'll be able to link the Menacer to the MD and M-CD and shoot full-motion figures.

Due later this year is the Sega mouse, for use with Mega-CD RPGs and click-and-point games. It should prove popular with adventurers.

The Japanese karaoke craze is phenomenal. Sega are set to cash in with the release of a karaoke machine, which sits next to the Mega-CD. Sing along to all your favourite songs, reading the lyrics as they're displayed on your TV.

Although popular in Japan for many years, karaoke has only just started to catch on over here. Whether Sega will release the unit over here has yet to be decided.

Virtual cinema?

The latest add-on brings Virtual Reality to the home. The VR Headset coupled with Mega-CD has unlimited potential.

As for the games themselves, *Night Trap* is the only twin CD game so far. Why should CD games only come on one disc? If you increase the amount of discs, the games become bigger, better, longer.

There's even the possibility of entire movies on CD. You could soon be watching *Terminator 2* on your Mega-CD! Films could be released simultaneously on video tape and CD for home viewing.

As you can see, Sega have a silver-lined future planned for Mega-CD. Games available now are just the beginning. Who knows what kind of software we'll be playing in a few years.

One thing's for sure. Sega are making bold steps into the world of CD gaming and the future can only get brighter.



Now you've got your Mega-CD, what games are coming out for it? This year, Sega are hoping to release 68 CD titles in this country alone. Others will be available from Japan and America but need a Mega-CD machine from that country to use them.

Let's take a look at what's up and coming this year. All release dates are subject to change.

3x3 EYES
Producer: Sega
Out: **Late '93**

ALIEN
Producer: Acclaim
Out: Late '93

ADVENTURES OF WILLY BEAMISH
Producer: Dynamix
Out: **Summer**

AFTERBURNER II
Producer: **Sega**
Out: Now (import)

ANETTE AGAIN
Producer: Wolfteam
Out: **Now (import)**

ANOTHER WORLD
Producer: **Virgin Games**
Out: TBA

BATMAN RETURNS
Producer: Sega
Out: **June**

BLACK HOLE ASSAULT
Producer: **Bignet**
Out: Now (import)

BRUTAL
Producer: Gametek
Out: **TBA**

CHAKAN, THE FOREVER MAN
Producer: **Sega**
Out: TBA

CITIZEN X
Producer: Sega
Out: **May (import)**

CHUCK ROCK
Producer: **Sony Imagesoft**
Out: Now (import)

CLIFFHANGER
Producer: Sony Imagesoft
Out: **Late '93**

COBRA COMMAND
Producer: **Wolfteam**
Out: Now

COOL WORLD
Producer: Sega
Out: **TBA**

DARK WIZARD
Producer: **Sega**
Out: TBA

DEVASTATOR
Producer: Wolfteam
Out: **Now (import)**

DRACULA
Producer: **Psygnosis**
Out: June

DUNGEON MASTER 1 & 2
Producer: Sega
Out: **TBA**

DUNE
Producer: **Virgin Games**
Out: August

ECCO: THE DOLPHIN
Producer: Sega
Out: **Late '93**

ELECTRIC ALESTE
Producer: **Sega**
Out: Now (import)

ESPN BASEBALL
Producer: Sony Imagesoft
Out: **TBA**

ESPN FOOTBALL
Producer: **Sony Imagesoft**
Out: TBA

FINAL FIGHT
Producer: Capcom
Out: **Now (import)**

FLASHBACK
Producer: **US Gold**
Out: Late '93

GALLAGHER'S SHOOTING GALLERY
Producer: American Laser Games
Out: **Summer '93**

GROUND ZERO TEXAS
Producer: **Digital Pictures**
Out: Late '93

HEIMDALL
Producer: JVC Games
Out: **Summer '93**

HOOK
Producer: **Sony Imagesoft**
Out: Now (import)

HUMANS
Producer: Imagitec
Out: **Autumn '93**

ILLUSION CITY
Producer: **Sega**
Out: June '93

INDIANA JONES
Producer: Sega
Out: **Autumn '93**

JAGUAR XJ220
Producer: **JVC Games**
Out: Now (import)

JEOPARDY
Producer: Sony Imagesoft
Out: **TBA**

JOE MONTANA FOOTBALL '93
Producer: **Sega**
Out: April (import)

JURASSIC PARK
Producer: Sega
Out: **Autumn '93**

KING'S QUEST 5
Producer: **Sega**
Out: Late '93

LAST ACTION HERO
Producer: Sony Imagesoft
Out: **Autumn '93**

LEISURE SUIT LARRY
Producer: **Sierra On Line**
Out: Summer '93



LETHAL ENFORCERS
Producer: Konami
Out: **Late '93**

MAD DOG McCREE
Producer: **American Laser Games**
Out: Summer '93

MAKE YOUR OWN MUSIC VIDEO: C+C MUSIC FACTORY
Producer: Sony Imagesoft
Out: **Autumn '93**

MAKE YOUR OWN MUSIC VIDEO: INXS
Producer: **Sony Imagesoft**
Out: Summer '93

MAKE YOUR OWN MUSIC VIDEO: KRIS KROSS
Producer: Sony Imagesoft
Out: Now (import)

MAKE YOUR OWN MUSIC VIDEO: MARKY MARK
Producer: **Sony Imagesoft**
Out: Now (import)

METAL FANG
Producer: JVC
Out: May (import)

MICKEY MOUSE
Producer: **Sega**
Out: TBA

MICROCOSM
Producer: Psygnosis
Out: **Summer '93**

MIXED-UP MOTHER GOOSE
Producer: **Sierra On Line**
Out: Summer '93

MORTAL KOMBAT
Producer: Acclaim
Out: Autumn '93

NIGHT STRIKER
Producer: **Taito**
Out: June (import)

NIGHT TRAP
Producer: Sony Imagesoft
Out: **Now (import)**

NINJA WARRIORS
Producer: **Taito**
Out: June (import)

PIT FIGHTER 2
Producer: Sega
Out: **Late '93**

POLICE QUEST
Producer: **Sega**
Out: Late '93

POWER DRIFT
Producer: Sega
Out: **TBA**

POWER MODELLING
Producer: **Revell/Monogram**
Out: Late '93

PRINCE OF PERSIA
Producer: Sega
Out: **Now (import)**

PSYCHIC DETECTIVE SERIES Vol 3 AYA
Producer: **Data West**
Out: Summer '93

RANMA 1/2
Producer: Masna
Out: **Late '93**

RBI BASEBALL 4
Producer: **Tengen**
Out: Autumn '93

REBEL ASSAULT
Producer: LucasArts
Out: **Summer '93**

RISE OF THE DRAGON
Producer: **Sega**
Out: Summer

ROAD AVENGER
Producer: Wolfteam
Out: Now (import)

SAIBOGU 009
Producer: **Telenet**
Out: Summer '93

SECRET OF MONKEY ISLAND
Producer: JVC Games
Out: **Now (import)**

SEGA CLASSICS
Producer: **Sega**
Out: Now

SEWER SHARK
Producer: Sony Imagesoft
Out: **Now (import)**

SHADOW OF THE BEAST II
Producer: **Psygnosis**
Out: Summer '93

SHERLOCK HOLMES: CONSULTING DETECTIVE
Producer: Sega
Out: **Now**

SHERLOCK HOLMES: CONSULTING DETECTIVE Vol II
Producer: **Sega**
Out: May (import)

SIM EARTH
Producer: Sega
Out: **Late '93**

SYLPHEED
Producer: **Sega**
Out: June (import)

SOL-FEACE
Producer: Sega
Out: **Now**

SONIC THE HEDGEHOG CD
Producer: **Sega**
Out: Autumn '93

SPACE PIRATES
Producer: American Laser Games
Out: **Summer '93**

SPACE QUEST 4
Producer: **Sega**
Out: Autumn '93

SPIDER-MAN
Producer: Sega
Out: **June (import)**

SPORTS COLLECTION
Producer: **Sega**
Out: Summer '93

STAR TREK: THE NEXT GENERATION
Producer: Sega
Out: **June (import)**

STELLAR 7
Producer: **Sierra On Line**
Out: Summer '93

STREET FIGHTER II: CHAMPION EDITION
Producer: Capcom
Out: **TBA**

SUPER LEAGUE '92
Producer: **Sega**
Out: Autumn '93

SWITCH
Producer: Sega
Out: **Summer '93**

TERMINATOR
Producer: **Virgin Games**
Out: June '93

TERMINATOR 2: THE ARCADE GAME
Producer: Acclaim
Out: **Summer '93**



THIRD WORLD WAR
Producer: **Sega**
Out: Autumn '93

THUNDERHAWK
Producer: JVC
Out: **Late '93**

TIME GAL
Producer: **Wolfteam**
Out: Now (import)

TRANSA BANKER
Producer: Sega
Out: **June**

ULTIMA UNDERWORLD
Producer: **Sega**
Out: Autumn '93

VIRTUAL VCR: PRINCE
Producer: Sega
Out: **Summer '93**

VIRTUAL VCR: MARCH OF TIME
Producer: **Sega**
Out: TBA

VIRTUA RACING
Producer: Sega
Out: **TBA**

WHEEL OF FORTUNE
Producer: **Sony Imagesoft**
Out: TBA

WHO SHOT JOHNNY ROCK?
Producer: American Laser Games
Out: **Summer '93**

WING COMMANDER
Producer: **Sega**
Out: Summer '93

WOLF CHILD
Producer: JVC
Out: **Now (import)**

WONDERDOG
Producer: **JVC**
Out: Now

WWF SUPER WRESTLEMANIA
Producer: Acclaim
Out: **Autumn '93**

YOUNG INDIANA JONES CHRONICLES
Producer: **Sega**
Out: Summer '93